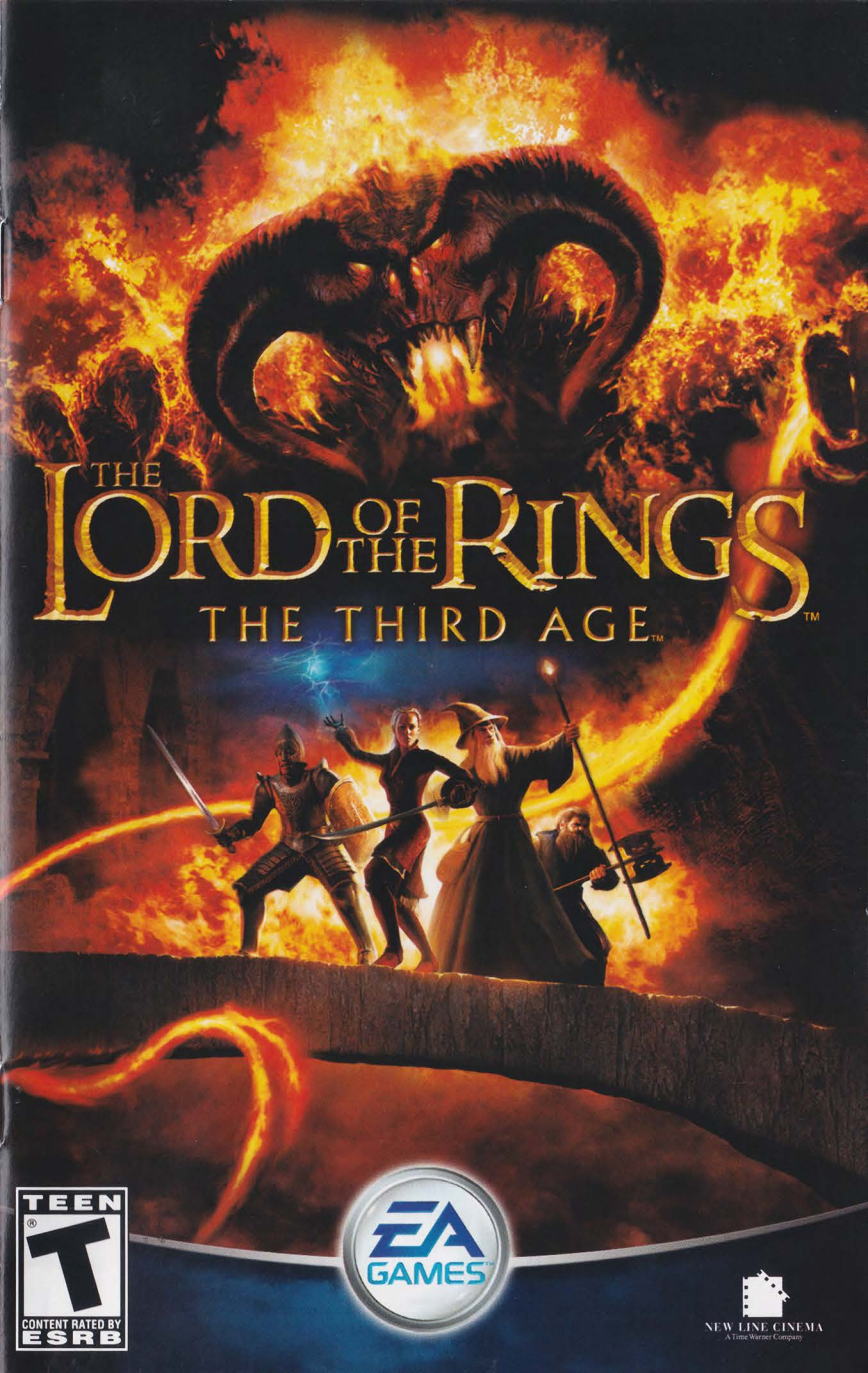

THE LORD OF THE RINGS™
THE THIRD AGE™
TEEN
T
CONTENT RATED BY ESRB
EA GAMES
NEW LINE CINEMA
A Time Warner Company

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game—dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions—IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please visit www.esrb.org.

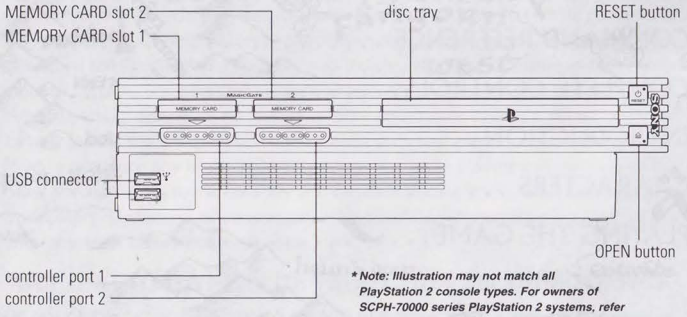
CONTENTS

STARTING THE GAME 2
COMMAND REFERENCE 3
COMPLETE CONTROLS 3
INTRODUCTION 4
CHARACTERS 5
PLAYING THE GAME 6
ADVENTURING 6
BATTLE SYSTEM 7
MENU SYSTEM 8
GAME MODES 10
TWO PLAYER CO-OP MODE 10
EVIL MODE 11
SAVING AND LOADING 12
LIMITED 90-DAY WARRANTY 12

For more info about this and other titles, check out EA GAMES™ on the web at www.eagames.com.

STARTING THE GAME

PlayStation®2 computer entertainment system

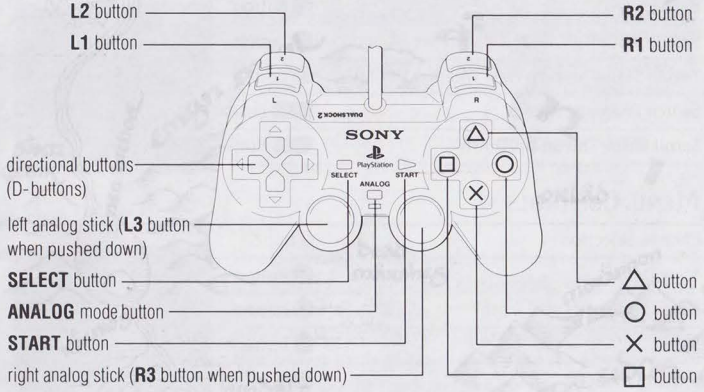


** Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.*

1. Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual.
2. Make sure the MAIN POWER switch (located at the back of the console) is turned ON.
3. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open.
4. Place the *The Lord of the Rings™, The Third Age™* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

COMMAND REFERENCE

DUALSHOCK®2 analog controller configurations



COMPLETE CONTROLS

Adventure Controls

Move Character	left analog stick
Zoom Radar Map In/Out	R3 button
Select	⊗ button
Display Menu Screens	START or △ button
Switch Character	L1 button
Zoom Camera In/Out	D-button ↕
Move Camera	right analog stick

Battle Controls

Move Cursor	D-button
Back	○ button
Select	✕ button
Toggle Status Screen/View Weapon Details	□ button
Switch Character (see p. 7)	L1 button
Scroll Battle Queue Up/Down	R1 button/R2 button

Menu Controls

Change Selection	D-button
View Details	□ button
Back	○ button
Select	✕ button
Switch Character	L1 button and R1 button
Exit Menu Screens	START or △ button
Change Pages	L2 button and R2 button
Rotate Character	right analog stick
Help	SELECT button

INTRODUCTION

Join us in our quest. Face the power of Mordor. And help to turn the tide.

In *The Lord of the Rings, The Third Age* you are in command of a small band of brave heroes who undertake a dangerous adventure that leads you into the midst of the decisive battles of The Third Age of Middle-earth. Your group of warriors grows in experience and ability as you journey from the wilds of Eregion to the great battle-fields of Gondor.

CHARACTERS

Berethor, Citadel Guard of Gondor



As a Captain of the Citadel Guard, Berethor fought alongside Boromir during the earlier Battle for Osgiliath. After Boromir departed Gondor Berethor was ordered by the Steward to search for him in the far northlands. Berethor's journey places him upon the path of The Fellowship of the Ring, little knowing what chilling revelations of trust and betrayal await him.

Idrial of Lothlorien



Idrial serves the Lady Galadriel in times of dire need. She encounters Berethor south of Rivendell, where she helps him survive an attack by the Nazgul. She then joins with him in an attempt to return to Lothlorien—through the treacherous paths of Moria—and warn the Elves of the dangers upon the roads to the Grey Havens.

Elegost of the Dunedain



Like Aragorn, Elegost is a member of the Dunedain, the small band of Rangers whose duty is to defend the lands east of the Shire from enemy incursions. This clever warrior is in search of Hadhod, the Dwarf who is his friend and Traveling companion. Together they will join Berethor's band and move south toward the great war that threatens to engulf Minas Tirith.

Hadhod, Clan of Fundin



Hadhod's ancestral home is Moria, though his kin have long since been driven from those ancient halls. He returns with Berethor's band in search of fragments of his past, but instead finds chilling secrets that turn his heart to stone and unleash in his small frame a terrible Dwarven rage.

Morwen of Penmark



The Gondorian's group encounters Morwen upon the Plains of Rohan. Her village burned to the ground and her life destroyed, this beautiful warrior's only solace is cold wrath. Joining Berethor's party, she drives them forward toward Helm's Deep in search of the remaining members of her family—and the secret past they share.

Eaoden of the Riddermark



Eaoden is the final companion Berethor's party encounters as war drives them toward the sanctuary of Helm's Deep. An Outrider for Rohan's Royal Guard, this deadly rider of the Mark carries with him a secret that will turn Berethor's life inside-out.

PLAYING THE GAME

ADVENTURING

A series of Quests directs your travels through Middle-earth. Explore various paths to discover special items, collect Epic Scenes, and battle forces of evil.



The upper right corner of the screen displays a radar map of the surrounding region. The small arrow in the center of the map represents your present location. Glowing icons indicate points of interest that may lead to fulfilling Quests or locating valuable items.

❖ To zoom in and out on the radar map, press the ◉ button.

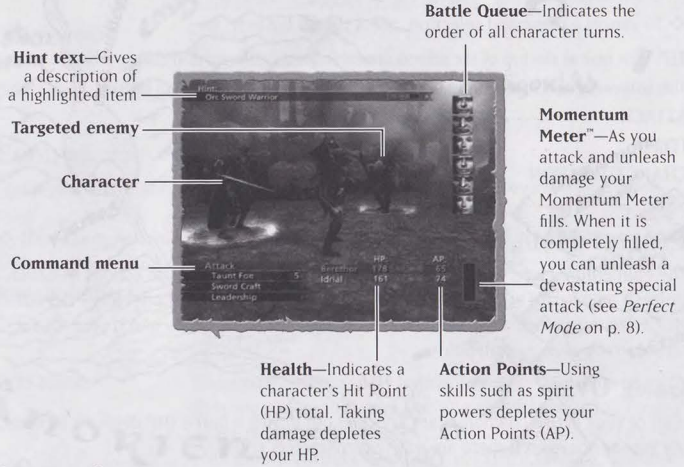
A blue Palantir appears in the upper left corner of the map to indicate that the party is about to enter a planned battle.

If the Eye of Sauron appears in the upper-left corner of the screen, the party has a chance of entering into a random battle.

Both the Palantir and Eye of Sauron glow brighter as the battle grows closer.

BATTLE SYSTEM

In *The Lord of the Rings, The Third Age*, combat unfolds via a turn-based system. In this system, time intervals or "turns" only pass when you command your characters to take action during the battle. The actions each character takes during combat can dynamically change the sequence of events that occur. Learning how to switch characters and use options wisely can ensure you survive each battle.



Battle Queue

The Battle Queue displays the order of all character turns. The character or enemy at the top of the queue is next to complete an action. When a character or enemy's turn is complete, they move down in the queue. The order of the Battle Queue changes depending on the actions of each character and enemy, as different actions have "initiative costs." Many factors change the order of battle for all characters, including their choice of attacks, the effect of spirit powers, and the weapons that they wield.

TIP: To scroll through the Battle Queue to see beyond the next six turns, press the R2 button.

Switching Characters

Your party may have up to six members, but only three can actively participate in a battle at one time.

❖ A character that is switched into battle can act immediately.

❖ Occasionally an ally will join your party as a fourth character in battle. Allies cannot be switched out for other characters.

❖ To switch characters in combat, press the L1 button.

Command Menu

Use the Command menu to perform attacks or actions during a battle.

- To select an action from the Command menu, press the D-button ↕ to highlight your desired action and press the ✕ button.
- Press the D-button to select a target for your selected action.
- Some actions cost Action Points (AP) which are listed alongside the action in the Command menu.
- To cancel a command selection, press the ○ button.

TIP: Hint text at the top of the screen provides helpful information during a battle.

The following are some common commands you can use during a battle:

ATTACK	A low damage attack with no AP cost.
ITEM	Immediately use an Item to aid or attack.
CHANGE WEAPON	Change the character's weapon.
SKIP	Skip this turn in the Battle Queue.

Perfect Mode

The Momentum Meter fills as your characters successfully execute actions in battle. Unleash a powerful attack when the Momentum Meter is full by selecting PERFECT MODE from the Command menu. Perfect Mode attacks are skills which your characters learn by earning skill points.

Game Over

If all of your active characters are knocked out during a battle (HP depletes to zero), the game ends even if there are inactive characters still alive.

MENU SYSTEM

The Menu System allows access to your statistics, equipment, items, skills, Quests, Epic Scenes, and game options.

- To access the Menu System, press the START button or △ button while adventuring. To exit the Menu System, press the START button or △ button again.
- To switch characters while in the Menu System, press the L1 button or the R1 button.

Stats

EXP (Experience Points)	Points gained from fighting battles and completing Quests.
LEVEL	Earn experience points to "level up" your characters. Higher level characters are always more powerful.
HP (Hit Points)	Indicates your health.
AP (Action Points)	Used to execute certain actions in battle.
ARM (Armor Rating)	Determines how your armor protects you against attacks.

You receive points each time a character gains a new level. These points can be used to improve your character's stats.

STR (Strength)	Increases a character's base damage with both ranged and melee weapons.
SPRT (Spirit)	Increases a character's max AP along with an increase in base spirit power damage.
CONST (Constitution)	Greatly increases a character's max HP and increases defense against spirit power attacks.
SPD (Speed)	Increases initiative, melee and ranged defense, and decreases time between attacks.
DEX (Dexterity)	Increases the chance of successfully striking an enemy with both melee and ranged weapons.

Equip

Equip your characters with the weapons and armor that you acquire during gameplay.

- If weapons or armor are equipped, they are displayed in the main Equip window. If no item is displayed, the words "None equipped" appear.

NEW EQUIPMENT	Review and equip newly-acquired items. **TIP:** Press the □ button to view details on an item or weapon.
ELFSTONES	These rare artifacts offer a wide variety of help such as allowing you to learn new crafting abilities, boosting your armor rating, or increasing your HP. Some Elfstones can even unlock entirely new skill trees (Light Crafting, Shadow Crafting, and Item Crafting). Each character may equip up to four Elfstones at a time. Unlike other equipment, Elfstones are shared and can be equipped by any character.

Use Item

All of your party's consumable Items are inventoried on this menu. All Items can be used in battle and many can be used outside of battle by selecting them through this menu.

TIP: Using items while adventuring is especially helpful in restoring HP and AP after a battle.

Skills

Learn new skills to expand the number of actions that your characters can perform in battle.

- Each character has a unique set of skills he or she can learn.
- Successfully using a skill in battle earns skill points that are automatically applied to learning the next skill in the same category.

- Use the Skill menu to select the skill in each category that you would like to learn next.
- Unlock more advanced skills by first learning the more basic skills that precede them in the skill trees. Once a new Skill has been learned, it is immediately available for use in battle.
- Skill points are never lost or wasted. They are always applied to the next available skill even if you have not manually selected one.
- Skill points for Perfect mode and passive skills are earned after you gain an experience level.

Quests

A list of unlocked Quests can be viewed in the Quests menu. Read descriptions and find out if they are completed or outstanding.

- Completing Quests awards experience points (EXP) to your currently-selected adventuring character.

Epic Scenes of Middle-earth

Gandalf speaks to you of events in Middle-earth. Key information is often revealed through these Epic Scenes.

- To access an Epic Scene, select an orb and press the ✕ button.
- New orbs are unlocked as you find them throughout your journey.

TIP: Press the D-button ↕ to jump five orbs at a time.

Options

Use these controls to adjust sound, enable or disable subtitles and the on-screen radar, toggle the pitch and rotation of the camera, change the difficulty setting of the game, or quit the game.

GAME MODES

TWO PLAYER CO-OP MODE

Complete your journey through Middle-earth cooperatively with a friend.

NOTE: In order to play two-player Co-op, two controllers must be inserted.

To play in Co-op mode

1. Select NEW GAME in the Main menu.
2. In the game, press the △ button.
3. Select CO-OP. An X appears indicating that Co-op mode has been activated.
4. Return to the game by pressing the △ button. Co-op gameplay begins.

- Player 1 controls Berethor, Elegost, Morwen, and special guests. Player 2 controls Idrial, Hadhod, and Eaoden.

- The player controlling the active adventuring character controls menu options.
- In combat, control alternates between players and their corresponding characters.
- Co-op mode allows you to play with a friend without impacting your single player saved game.

EVIL MODE

In Evil mode you control Sauron's forces. When you have defeated the forces of Light in all battles in a chapter, you earn special Evil weapons and items. These are placed in the inventory of your Single Player game characters.

- To play in Evil mode, select MORE in the Main menu and select EVIL MODE.
- Each time a chapter is successfully completed in the Single Player game it is unlocked for play in Evil mode.
- To access the weapons you earned in Evil mode, resume your Single Player game. Press the △ button to access the Game menu and select EQUIP.

NOTE: You must have a Single Player saved game with at least one completed game chapter to access Evil mode.

Traveling

You have the option to return to game chapters you have already completed by accessing save points throughout the game. Successfully completing chapters in the single player game unlocks them for travel.

To Travel:

1. Access a save point and save your game. A prompt appears asking if you wish to RESUME GAME or TRAVEL.
2. Select TRAVEL. A map of game chapters appears.
3. Select an unlocked chapter to travel to. You now travel to the beginning of that chapter.

- Traveling gives you an opportunity to experiment with each character, gain more experience, complete unfinished Quests, or find key items you may have missed.
- When you Travel you may encounter many of the same enemies you fought earlier, but certain key foes will no longer be present.

To return from Traveling:

1. Access a save point and save your game. A prompt appears asking if you wish to RESUME GAME or TRAVEL BACK.
2. Select TRAVEL BACK. You are returned to the save point in the chapter where you initially chose to Travel.

NOTE: You must return to the chapter from which you initially chose to travel before you can Travel again.

SAVING AND LOADING

- A memory card (8MB)(for PlayStation®2) is required to save your progress.
- To save a game, locate one of many save game locations placed throughout the game. Approach one and press the ⊗ button. Confirm that you wish to save your game and select a slot to which to save your game. Your game is saved.
- To load a game, select LOAD GAME in the Main menu. Choose a saved game and press the ⊗ button. Your game is loaded.

LIMITED 90-DAY WARRANTY

Electronic Arts Limited Warranty

Electronic Arts warrants to the original purchaser of this product that the recording medium on which the software program(s) are recorded (the "**Recording Medium**") and the documentation that is included with this product (the "**Manual**") are free from defects in materials and workmanship for a period of 90 days from the date of purchase. If the Recording Medium or the Manual is found to be defective within 90 days from the date of purchase, Electronic Arts agrees to replace the Recording Medium or Manual free of charge upon receipt of the Recording Medium or Manual at its service center, postage paid, with proof of purchase. This warranty is limited to the Recording Medium containing the software program and the Manual that were originally provided by Electronic Arts. This warranty shall not be applicable and shall be void if, in the judgment of Electronic Arts, the defect has arisen through abuse, mistreatment or neglect.

This limited warranty is in lieu of all other warranties, whether oral or written, express or implied, including any warranty of merchantability or fitness for a particular purpose, and no other representation of any nature shall be binding on or obligate Electronic Arts. If any such warranties are incapable of exclusion, then such warranties applicable to this product, including implied warranties of merchantability and fitness for a particular purpose, are limited to the 90-day period described above. In no event will Electronic Arts be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this Electronic Arts product, including damage to property, and to the extent permitted by law, damages for personal injury, even if Electronic Arts has been advised of the possibility of such damages. Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitation of incidental or consequential damages so the above limitations and/or exclusion of liability may not apply to you. In such jurisdictions, the Electronic Arts' liability shall be limited to the fullest extent permitted by law. This warranty gives you specific rights. You may also have other rights that vary from state to state.

RETURNS WITHIN THE 90-DAY WARRANTY PERIOD

Please return the product along with (1) a copy of the original sales receipt, showing the date of purchase, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. If the product was damaged through misuse or accident, this 90-day warranty is rendered void and you will need to follow the instructions for returns after the 90-day warranty period. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

RETURNS AFTER THE 90-DAY WARRANTY PERIOD

If the defect in the Recording Medium or Manual resulted from abuse, mistreatment or neglect, or if the Recording Medium or Manual is found to be defective after 90 days from the date of purchase, please return the product along with (1) a check or money order for $15.00 made payable to Electronic Arts, (2) a brief description of the difficulty you are experiencing and (3) your name, address and phone number to the address below, and Electronic Arts will mail a replacement Recording Medium and/or Manual to you. We strongly recommend that you send your product using a traceable delivery method. Electronic Arts is not responsible for products not in its possession.

EA Warranty Contact Info

E-mail and Website: http://techsupport.ea.com

Phone: (650) 628-1900

EA Warranty Mailing Address

Electronic Arts Customer Warranty

P.O. Box 9025

Redwood City, CA 94063-9025

NOTICE

Electronic Arts reserves the right to make improvements in the product described in this manual at anytime and without notice. This manual and the product described in this manual are copyrighted. All rights reserved. No part of this manual may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without prior written consent of Electronic Arts, P.O. Box 9025, Redwood City, California 94063-9025.

TECHNICAL SUPPORT—If you need technical assistance with this product, call us at (650) 628-4322. **No hints or codes are available from (650) 628-4322.**

Technical Support Contact Info

E-mail and Website: http://techsupport.ea.com

Mailing Address: Electronic Arts Technical Support
PO Box 9025
Redwood City CA 94063-9025

If you live outside of the United States, you can contact one of our other offices.

In **Australia**, contact:
Electronic Arts Pty. Ltd.
P.O. Box 432
Southport Qld 4215, Australia

In the United Kingdom, contact:
Electronic Arts Ltd.
P.O. Box 181
Chertsey, KT16 0YL, UK
Phone (0870) 2432435

In Australia: For Technical Support and Game Hints and Tips, phone the EA HOTLINE: 1 902 261 600 (95 cents per min.) CTS 7 days a week 10 AM–8 PM. If you are under 18 years of age parental consent required.

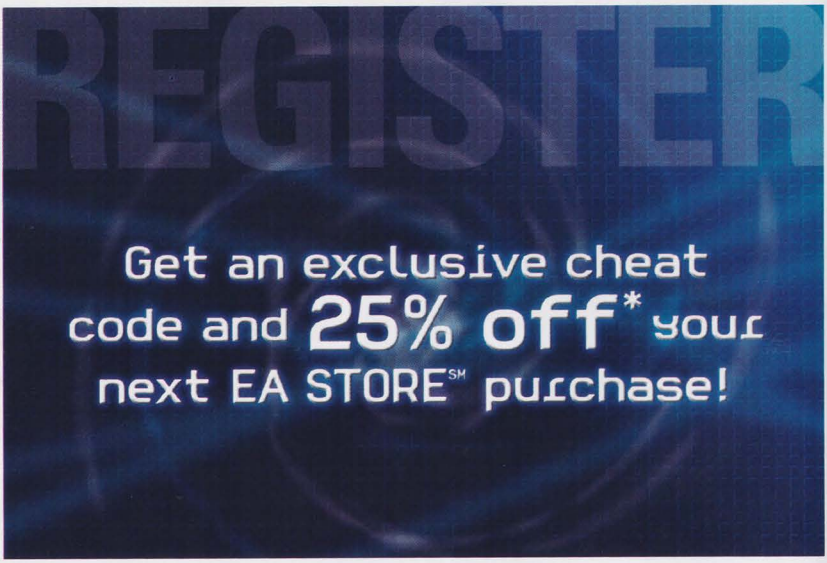
© MMIV New Line Productions, Inc. All Rights Reserved. The Lord of the Rings and the names of the characters, items, events and places therein are trademarks of The Saul Zaentz Company d/b/a Tolkien Enterprises under license to New Line Productions, Inc. Game Code and Certain Audio Visual Elements © 2004 Electronic Arts Inc. All Rights Reserved. Electronic Arts, Momentum Meter, EA, EA GAMES and the EA GAMES logo are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. THX is a trademark or registered trademark of THX Ltd. All rights reserved. All other trademarks are the property of their respective owners. EA GAMES™ is an Electronic Arts™ brand.

THX
CERTIFIED GAME

A THX Certified Game is your assurance of consistent and optimal sound and picture performance. This game title was developed in a studio that meets THX's stringent reference standards for acoustical and visual performance, letting you enjoy the best in sound and picture playback.

Proof of Purchase
The Lord of the Rings™, The Third Age™
1484805





Register online at
www.eagamereg.com

Enter your Game Access Code and receive:

- Exclusive access to an EA cheat code or hint—specifically for your game.
- The inside scoop on your favorite EA games.
- Full-care technical support.

GAME ACCESS CODE: 14848

It's Fast. It's Easy. It's Worth It!

*Offer will be sent via email, after registration and survey submission. Offer expires 30 days from email sent date. Offer valid for new purchase only from www.eastore.ea.com. Value of discount will be deducted from product list price. Offer subject to change without notice. Customers are responsible for shipping, handling and applicable sales tax. Offer cannot be combined with any other reward offer, gift card, rebate or discount coupon. Valid only in the US, Canada and Mexico. Offer may not be substituted, exchanged, sold, or redeemed for cash or other goods or services. Void where prohibited, taxed or restricted by law.

Electronic Arts Inc. 209 Redwood Shores Parkway, Redwood City, CA 94065.
© 2004 Electronic Arts Inc. Electronic Arts, EA, EA GAMES, EA SPORTS, EA SPORTS BIG, all associated logos and EA STORE are trademarks, registered trademarks or service marks of Electronic Arts Inc. in the US and/or other countries. All rights reserved. EA SPORTS™, EA SPORTS BIG™, and EA GAMES™ are Electronic Arts™ brands. 1484805